Hudson Soft USA, Inc.
400 Oyster Point Blvd. Suite 515
So. San Francisco, CA 94080
(415) 495 - HINT

PRINTED IN JAPAN

SNS-9W-USA

AN AMERICAN TAIL FIEVEL GOES WEST

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

AN AMERICAN TAIL FIEVEL GOES WEST®

THANK YOU !

Thank you for adding AN AMERICAN TAIL: FIEVEL GOES WEST® to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title.
In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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For questions, call
(415) 495 - HINT

Hudson Soft USA, Inc.
400 Oyster Point Blvd. Suite 515
So. San Francisco, CA 94080
(415) 871 - 8895

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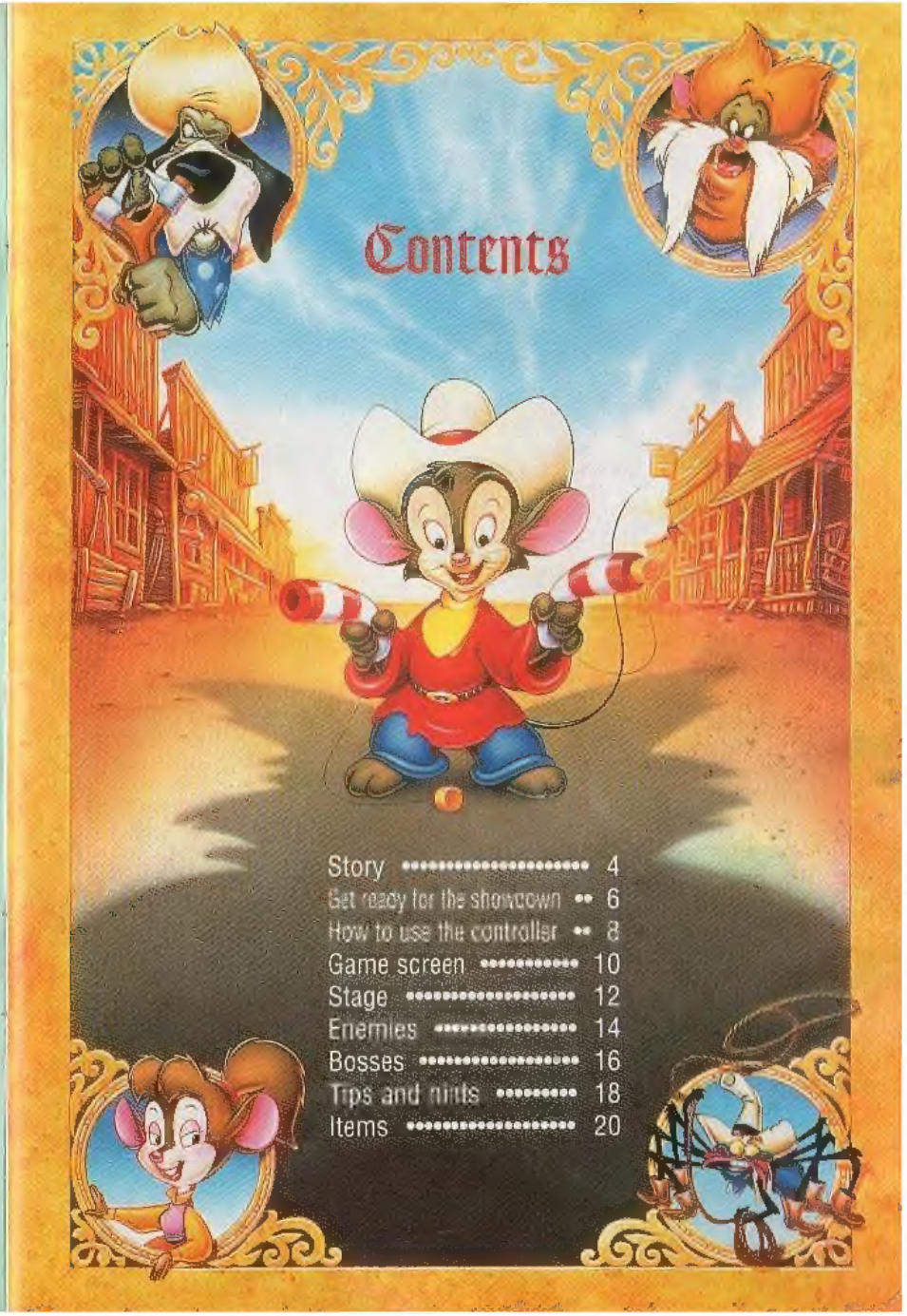

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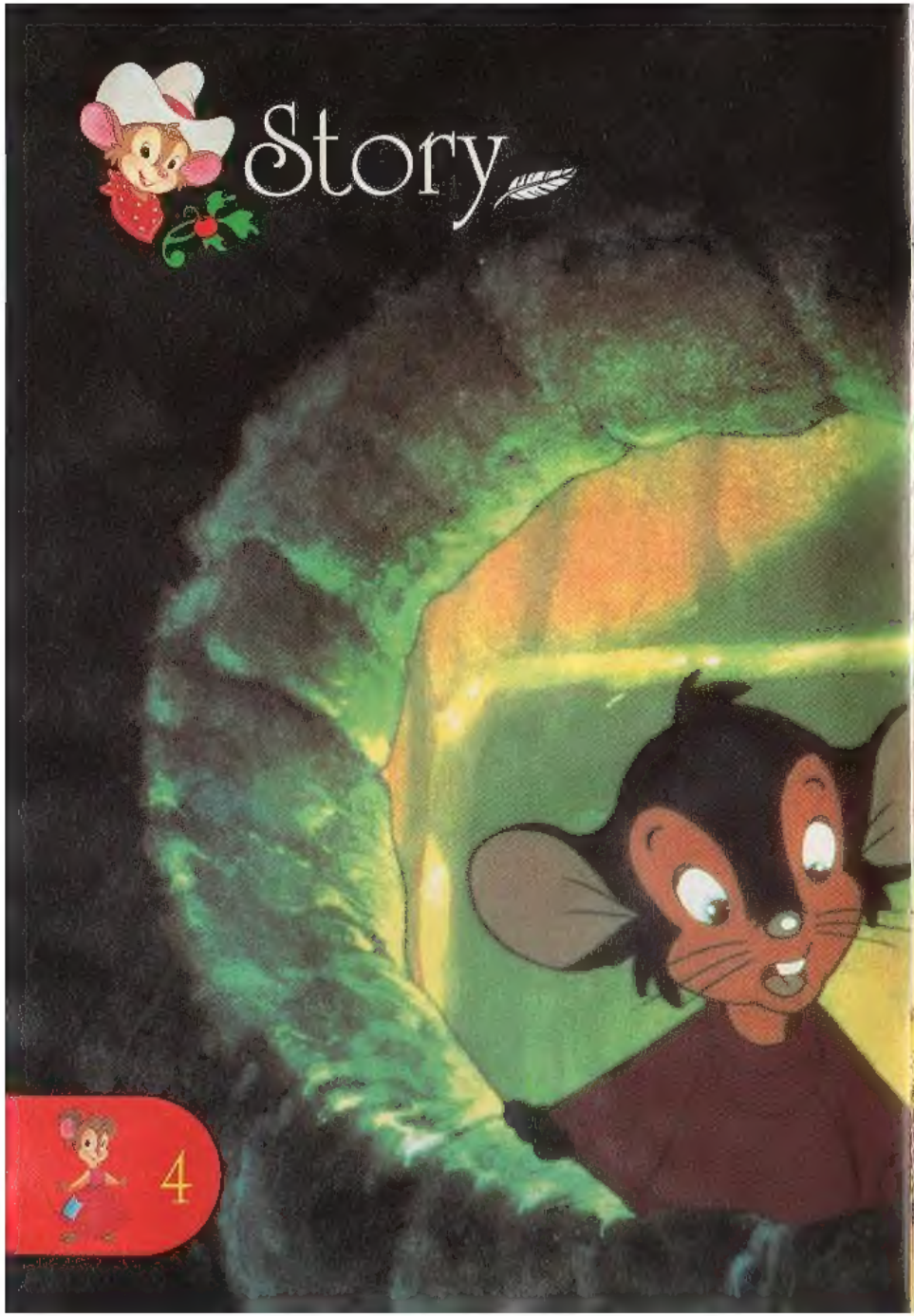
Story



America -- the land of opportunity. Filled with hopes and dreams the Mousekewitz family comes to start a new life. Tanya dreams of becoming a singer and Fievel wants to become a great lawdog like his hero, Wylie Burp. But soon they discover the cheese is not always bleu-er on the other side of the fence. For along comes Cat R. Waul with his tales of opportunity out west where Mice and Cats work together to make a perfect town. Lured by Cat R. Waul's promise of utopia, the Mousekewitz family decides to head west, unaware of his true intentions: TO MAKE MOUSEBURGERS OUT OF THEM! Stumbling onto Cat R. Waul's secret, Fievel sets out to save his family. Can Fievel with your help defeat the scheming cat and save his family from being served along with fries?

Get ready for the showdown

1. Make sure the power switch is OFF on your Super NES.
2. Insert FIEVEL GOES WEST Game Pak into the slot on the Super NES as described in the Super NES Manual.
3. Turn the power switch ON.
4. A short demo will appear. Press the START button to skip the demo and begin the game.

How to use the controller

MOVE LEFT

MOVE RIGHT

SHOOT

MOVE DOWN

JUMP

Game screen

Tries
The Clock

Tries

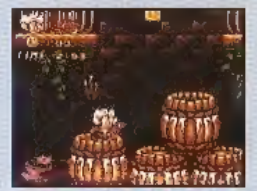
They say cats have nine lives but our mouse only has three. But don't worry, by picking up the 1-up icons, Fievel can get extra lives to shoot it out with the feline gang. BEWARE... when Fievel loses all the hearts, he loses a life.

The Clock

Remember Fievel must reach Green River to save his family before Cat R. Waul turns them into Mouseburgers in his Giant Mousetrap. So keep your eye on the clock, because Fievel only has three minutes to clear each level.

Stage

Stage 1



NEW YORK CITY
With Cat R. Waul's feline gang in hot pursuit, Fievel must fight his way through the streets of New York to make his escape.

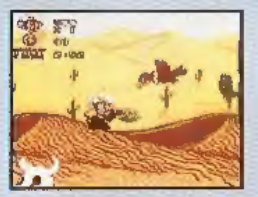
Stage 2

SEWER
Escaping down a sewer, Fievel eludes the gang.
But now he's got to face whatever danger lurks in the sewers of New York.

Stage 3

TRAIN RIDE
Leaving the sewers, Fievel must catch up with the train which holds his family.

Stage 4



THE DESERT
Falling from the train, Fievel must brave his way across the desert.

Stage 5

GREEN RIVER
The final confrontation with Cat R. Waul. Can Fievel defeat the scheming cat and save his family from the giant mousetrap?

Enemies

Bats

Feline Gangster

Dogfish

Hawk

Desert Worm

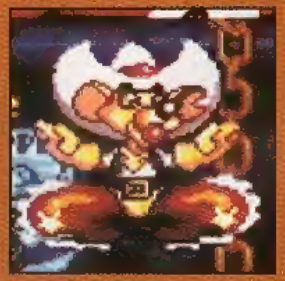
Scorpion

Cattle Skulls

Snakes

Bosses

One-Eye



Puppet

Chula

Cat R. Waul

Giant Hawk

Tips and Hints

Collect a hundred coins to receive an extra life.

Aim for the head of the enemies.

Even if you miss a water gun item at the burning block stage, there will be another one hidden somewhere.

You can jump on tumbleweeds and the wheels to get a better aim of the enemy.

Make sure to pick up the Wylie Burp icons. You'll be able to start from that point even after you lose a try.

Items

Changes your pop gun to a water gun

Makes your water gun rapid-fire

Makes your pop gun rapid-fire

Adds five coins to your coin total

Special Item

1 up
Adds one extra life

Recovers one heart

Adds one extra heart up to the maximum of five or fills up hearts

Invincibility for short period of time

Strategy Notes

Strategy Notes

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